[[File:HappyGoLucky.jpg|thumb|right|1024px|I know, it's a big image ^^ I dare you to click it!]]

Happy Go Lucky, at the moment, is a work in progress 2D scroller game and game engine. It features custom controls, animated sprites, game saves, as well as some other sprouting functionality that I have yet to finish and document. I will be update regularly as I continue to add more content.

==== Disclaimer ====

The sprites I am using are temporary placeholders. They are from Kingdom Hearts: Chain of Memories. I do not own these sprites nor did I draw them.

I do not have time to draw my own sprites or tiles at the moment (but I will in the near future), so these sprites merely serve as references for building and optimizing my engine. Thank you.

== Gameplay ==

For the time being, there is not much in terms of gameplay. The game starts and you are able to move your character around, within the limits of the screen.

I am hopeful that after completing all the basic functionality (like collision detection), that I can produce a playable level with opponents and character combat.

== Design ==

The design of the game, or rather the game concept, is influenced by several favorites of mine, including games such as [http://en.wikipedia.org/wiki/Kingdom\_Hearts:\_Chain\_of\_Memories '''Kingdom Hearts: Chain of Memories/キングダム・ハーツ'''], [http://en.wikipedia.org/wiki/Megaman '''Mega Man'''] ロックマン (literally, Rockman), as well as the [http://en.wikipedia.org/wiki/Mario '''Mario'''] franchise. As a result, it will be a game featuring combat, platforming (jumping on stuffs), and puzzles of sorts.

==== Model ====

==== View ====

==== Control ====

==== Game Controls ====

== Known Bugs ==

== Incomplete Features ==

== Downloads ==

=== Compile Instructions ===

== Reflections ==

== Reference Section ==

This section is dedicated to software and sources that helped me get so far in my project.

=== Forums, Tutorials, Guides ===

For this project I read A LOT. And by A LOT, I mean I could probably name you every website I have been to. Actually, in fact, I'll do some of that now! Haha.

=== Tools Used ===

During the development of this project I employed several Libraries and programs to help me get stuff done. These choices were based off of preferences and functions provided. Here's a list of them if anyone's interested in what I used:

IDE: [http://en.wikipedia.org/wiki/Microsoft\_Visual\_Studio '''Microsoft Visual Studio''']

It's the IDE I kind of "grew up" using. It has an excellent debugger in my opinion (F5 to Debug, Mas, haha. Just kidding) and there are fun extensions like Visual Assist you can add to really spice up things. However, since there are a lot, A LOT of functions, it can be daunting (I don't even know half of them!) Most importantly, it's just the IDE I'm used to using. So I find it hard to part from it even for a little bit... haha.

Sprite Editing: [http://